

ABSTRACT OF THE DISCLOSURE

A method for authenticating playback of animated content of an object, the method comprises the steps of receiving a wire mesh having a plurality of line segments for describing the object; receiving texture data which describes a covering for the wire mesh; receiving movement data for directing movement of the wire mesh; (d) receiving a decrypted version of the movement data; (e) comparing the movement data and encrypted movement data for verifying that the movement data is substantially the same as the encrypted movement data which verification determines security status of the animated object; and (f) indicating first and second levels of security status for indicating a result of the comparison step.

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